

Milestone 1 - Year 1 & 2

Code

This concept involves developing an understanding of instructions, logic and sequences.

- Control motion by specifying the number of steps to travel, direction and turn.
- Add text strings, show and hide objects and change the features of an object.
- Select sounds and control when they are heard, their duration and volume.
- Control when drawings appear and set the pen colour, size and shape.
- Specify the nature of events (such as a single event or loop).
- Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?)

Connect

This concept involves developing an understanding of how to safely connect with others.

- Participate in class social media accounts.
- Understand online risks and the age rules for sites.

Collect

This concept involves developing an understanding of databases and their uses.

- Use simple databases to record information in areas across the curriculum.

Communicate

This concept involves using apps to communicate one's ideas.

- Use a range of applications and devices in order to communicate ideas, work and messages.



Milestone 2 - Year 3 & 4

Code

This concept involves developing an understanding of instructions, logic and sequences.

- Use specified screen coordinates to control movement.
- Set the appearance of objects and create sequences of change.
- Create and edit sounds. Control when they are heard, their volume, duration and rests.
- Control the shade of pens.
- Specify conditions to trigger events.
- Use IF THEN conditions to control events or objects.
- Create conditions for actions by sensing proximity or by waiting for a user input (such as proximity to a specified colour or a line or responses to questions).
- Use variables to store a value.
- Use the functions define, set, change, show and hide to control the variables.
- Use the Reporter operators $() + ()$, $() - ()$, $() * ()$, $() / ()$ to perform calculations

Connect

This concept involves developing an understanding of how to safely connect with others.

- Contribute to blogs that are moderated by teachers.
- Give examples of risks posed by online communications.
- Understand the term 'copyright'.
- Understand that comments made online that are hurtful or offensive are the same as bullying.
- Understand how online services work.

Collect

This concept involves developing an understanding of databases and their uses.

- Devise and construct databases using applications designed for this purpose in areas across the curriculum.

Communicate

This concept involves using apps to communicate one's ideas.

- Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.



Milestone 3 - Year 5 & 6

Code

This concept involves developing an understanding of instructions, logic and sequences.

- Set IF conditions for movements. Specify types of rotation giving the number of degrees.
- Change the position of objects between screen layers (send to back, bring to front).
- Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation.
- Combine the use of pens with movement to create interesting effects.
- Set events to control other events by 'broadcasting' information as a trigger.
- Use IF THEN ELSE conditions to control events or objects.
- Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions.
- Use lists to create a set of variables.
- Use the Boolean operators `()`, `()`, `() = ()`, `() > ()`, `()` and `()`, `()` or `()`, `Not ()` to define conditions.
- Use the Reporter operators `() + ()`, `() - ()`, `() * ()`, `() / ()` to perform calculations.
- Pick random `()` to `()`, join `()` `()`, Letter `()` of `()`, length of `()`, `()` Mod `()` This reports the remainder after a division calculation, Round `()`, `()` of `()`.

Connect

This concept involves developing an understanding of how to safely connect with others.

- Collaborate with others online on sites approved and moderated by teachers.
- Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.
- Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games without express written permission from the copyright holder.
- Understand the effect of online comments and show responsibility and sensitivity when online.
- Understand how simple networks are set up and used.

Collect

This concept involves developing an understanding of databases and their uses.

- Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.

Communicate

This concept involves using apps to communicate.

- Choose the most suitable applications and use them for communication.
- Use many of the advanced features in applications to create professional or efficient communications.

